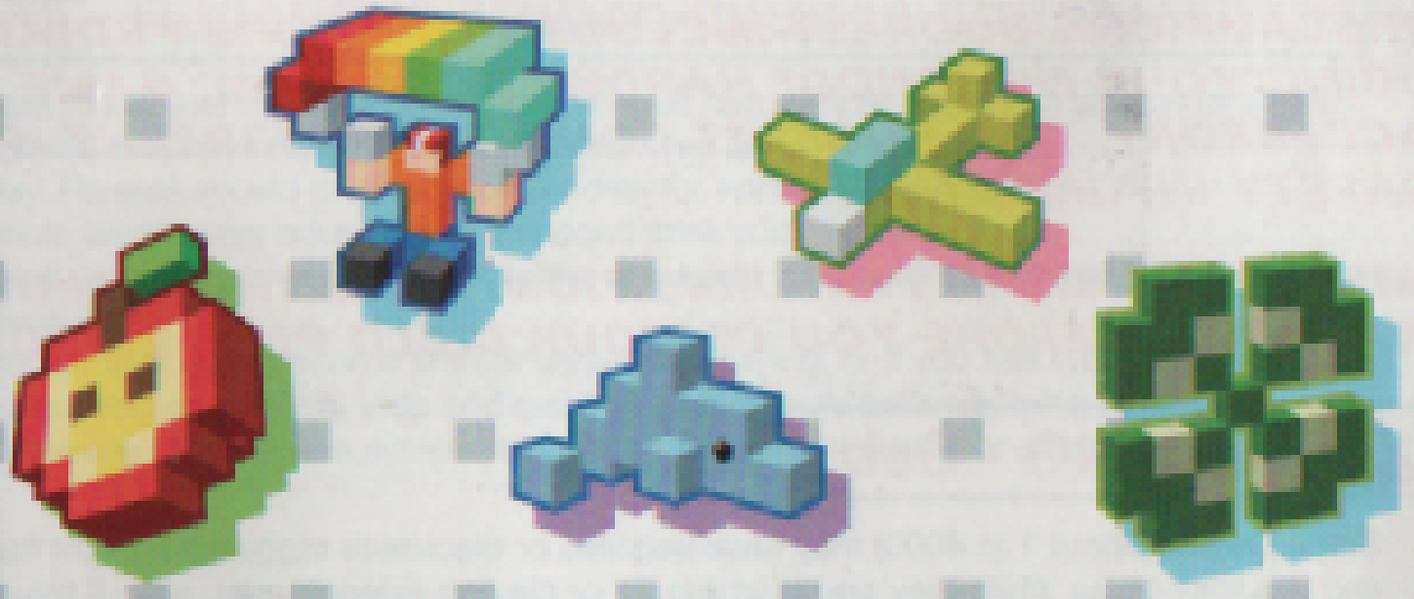
nintendo Wi-Fi connection

NINTENDO DS



PICROSS 3D

TOUCH GENERATIONS

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

2-5 Wireless DS Single-Card Download Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.

2-5 Wireless DS Multi-Card Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

HAL LABORATORY, INC.

NEED HELP PLAYING A GAME?

Recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

If the information you need is not on the Power Line, you may want to try using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."

EVERYONE E CONTENT RATED BY ESRB

Nintendo

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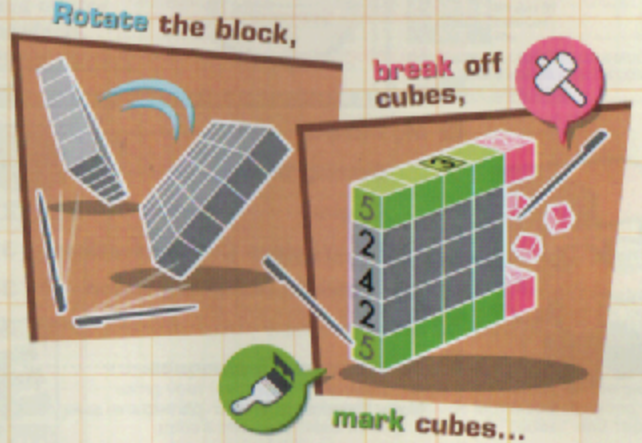
Note: Please see page 18 for information on saving data.

⚠CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist, and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

Solve the puzzle and uncover the hidden shape!



▸ Turn over to find out how to play!

Shape Uncovered!

The Letter "E"

Mark and remove cubes to solve each puzzle

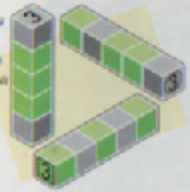
In PICROSS 3D, you remove cubes to uncover the shape hidden inside the block! Mark cubes that are part of that shape so you don't accidentally remove them, remove all the ones you know aren't needed, and reveal shapes of various objects, animals, and more. What kinds of shapes could be in store? Play the game and find out!

• By the numbers...

Some of the cubes in the block form a hidden shape. The numbers displayed on the rows and columns indicate how many cubes in that row or column are part of a hidden shape inside the block.

Regular Example: 3

This indicates how many continuous cubes you want to keep from that row or column (in this case, 3).



Circle Example: (3)

Circle numbers indicate that the cubes you want to keep will be in two groups, separated by a space of at least one cube. Here, you see the row of (3) arranged as one cube and two cubes.

Square Example: [3]

Square numbers indicate that the cubes you want to keep will be arranged into three or more groups, each group separated by at least one cube (in this case, [3] separate individual cubes).

• Remove and mark cubes

Press and hold buttons while touching cubes with the stylus to mark or remove them.

Remove

Touch a cube while holding ⊖ or Ⓧ.

Mark

Touch a cube while holding ⊕ or Ⓨ.

• Here's how to solve a PICROSS 3D puzzle!

START

This is how the puzzle looks when you start.

1

First, find a row or column where all of the cubes can be marked as part of the hidden shape. The number 5 in the top and bottom rows indicate that you want to keep all of these cubes.

2

Next, take a look at the (2) highlighted at the end of the block here. Since two of the cubes in this column are already marked, the rest can be removed.

3

Now take a look at the 4 here. There are only four cubes left in this row, so they can all be marked.

4

Three separate cubes are already marked [3] in the column, so the remaining cubes can be removed.

5

The regular 2 here indicates that the two cubes you want to keep must be connected to one another. Find which cubes those could be and mark them.

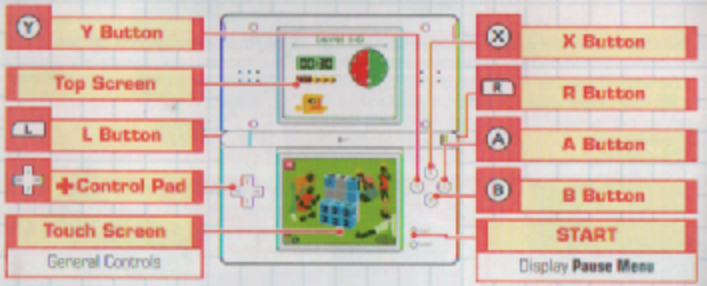
6

Finally, remove the leftover cubes in those two rows, and the puzzle is complete!

Controls

This game is controlled using both the stylus and buttons. Please refer to pages 11 to 16 for information on detailed puzzle-solving controls.

Note: Controls referred to in this instruction booklet are based on the default game settings.



- If you close your system during play, it will go into **Sleep Mode**, greatly reducing battery consumption. Reopen your system to end **Sleep Mode** and resume play.
- In this instruction booklet, images showing the top screen have a ▀ above them, and images showing the Touch Screen have a ▄ below them.
- The in-game language depends on the one that is set on the system. In this game, you can choose between three different languages: English, French, and Spanish. If your Nintendo DS™ system is already set to one of them, the same language will be displayed in the game. If your Nintendo DS system is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your system. For further instructions about how to change language settings, please refer to the instruction booklet of your Nintendo DS system.

Selecting and Confirming Menu Items

Touch items and icons in menus to select and confirm them. Some items will be selected after a single touch and confirmed after a second touch.

Common icons

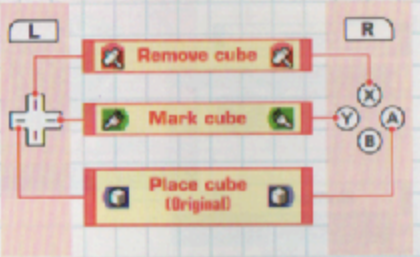
▶ Continue to the next screen.	OK Confirm the selected items or options.
↩ Return to the previous screen.	

Puzzle-Solving Controls

Touch while holding buttons

While solving a puzzle, cubes are removed and marked by touching them while holding certain buttons. Either +Control Pad left or right, or buttons (X Button (X), Y Button (Y)), and so on) can be used.

Note: The functions of the buttons on either side of the system are laid out symmetrically.



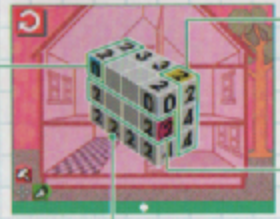
Note: These are the default controls. Control settings can be changed by touching CONTROLS on the **Settings menu** ▶P37.

Solving Puzzles

PICROSS 3D is a puzzle game in which you follow numbers to remove small cubes from a larger block and reveal a hidden shape.

Viewing the Block

The block is made up of rows and columns of cubes extending horizontally, vertically, and into the depth of the block. Numbers that tell you which cubes can be marked and which cubes can be removed are found on the faces of the block.



Depth

The faces of the block that extend from its front to its back.

Vertical

The upper and lower faces of the block.

Horizontal

The left and right faces of the block.

Numbers

Numbers written on the block. There are three different types. ▶ P.13

Rotating the Block

Slide the stylus on the Touch Screen to rotate the block and view it from different angles. The block can be rotated 360 degrees to the sides and 180 degrees to the top and bottom.

☐ Ensuring Accuracy

To make sure you don't accidentally touch the wrong cube when removing cubes, and so that you can accurately use features like continuous removal ▶ P.14, we recommend that you calibrate the Touch Screen before playing.

- Please refer to the instruction booklet for your system for more information on how to calibrate the Touch Screen.
- The screen shown here is from a Nintendo DS/Nintendo DS Lite system.

Numbers

Numbers indicate the cubes in a row or column that are part of the hidden shape. There are three types of numbers: regular, circle, and square numbers. Each type indicates a different pattern of cubes.

Regular 3

One continuous group of cubes that can be marked

For the number 3 ...there are three cubes in a row.

Circle 3

Two groups that can be marked, separated by one or more cubes

For the number 3 ...there are two cubes and a single cube.

Square 3

Three or more groups that can be marked, each separated by one or more cubes

Note: There are other possible permutations for 5 than the example shown.

Removing Cubes

Touch + Touch!

Touch a cube while holding up on or to remove it (break it off the block).

Continuous Removal

If you want to remove multiple cubes from a row or column, rotate the block so that the first cube is facing you, then hold up on or and touch and hold the stylus against the Touch Screen. Cubes underneath the first one you touched will be removed until you lift the stylus.

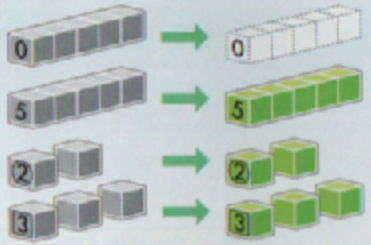
☐ Look for rows or columns you can mark or remove entirely

A 0 number indicates that you can remove all cubes in that row or column. Also, a number that equals the total number of cubes in a row or column indicates that you can mark all the cubes in that row or column.

0 means all cubes in the row/column can be removed.

A 5 on a five-cube row /column means all the cubes can be marked.

Rows or columns with 2 or 3 numbers, as shown here, can also have all remaining cubes marked.



Marking Cubes

+ Touch!

Using the numbers, you will be able to work out which cubes can remain in the block as part of the underlying shape. Marking these cubes by touching them while holding right on + for touching them while holding Ⓨ) will prevent them from being removed. This helps you to avoid making mistakes when removing adjacent cubes.

Marked Cube

Marked cubes can be unmarked by repeating the same process.

If you mark cubes in a completed row or column...

If you have removed all of the unwanted cubes and marked the remaining cubes, the number will turn gray. This indicates that this row or column has been completed and you won't need to mark or remove any more cubes in it.

Completed Row

Slicers

Larger puzzles will consist of blocks whose inner cubes cannot be reached without removing cubes from outer rows and columns first. Since you don't want to remove cubes randomly, tools called slicers allow you to temporarily see the cubes on the inside of the block!

Slicers

One is red, the other blue.

Using Slicers

Slide the slicers in either direction to see inside the block. Touch the slicer twice quickly to return it to its original position and reveal all of the cubes again.
Note: Only one slicer can be used at a time.

If you want to see inside the block, slide the slicer...

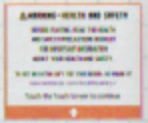
...and slices of the block will be made visible, allowing you to mark or remove the inner cubes!

Touch the slicer twice quickly to display all cubes again.

Getting Started

Make sure your Nintendo DS system is turned off. Insert the PICROSS 3D Game Card into the Game Card slot on the back of the Nintendo DS system and push until it clicks into place.

1 Turn the power on. The **Health and Safety Screen** shown to the right will appear. Once you have read it, touch the Touch Screen. When using a Nintendo DSi system, simply touch the PICROSS 3D icon to start the game.



2 When using a Nintendo DS / DS Lite system, touch the PICROSS 3D Panel to start the game. If the Nintendo DS / DS Lite system's **Start Mode** is set to AUTO MODE, this step will not be necessary. For details, refer to the instruction booklet for your Nintendo DS / DS Lite system.

Note: "Nintendo DS system" is a catch-all term that is used to refer to the original Nintendo DS, Nintendo DS Lite, Nintendo DSi™, and Nintendo DSi XL™ systems.

Selecting a Save File

If this is your first time playing PICROSS 3D, touch NEW on the **save-file-selection screen**. Sign your name on the Touch Screen and touch OK to create a save file. Touch the icon for your newly created file to display the **main menu**. Up to four save files can be created.

Note: You can change your signature later from the **Settings menu** ▶P.37.

Main Menu

The **main menu** will display four or five items, depending on whether or not Quick-Save data is present. Touch an item to select it.

PUZZLES	▶P.19	Solve PICROSS 3D puzzles.
GALLERY	▶P.23	View the shapes and animations unlocked by solving puzzles.
MY PICROSS	▶P.25	Create original puzzles and exchange them with friends via DS Wireless Communications. You can also use Nintendo® Wi-Fi Connection to enter themed puzzle-creation contests and download additional puzzles.
SETTINGS	▶P.37	Change game settings and erase save files.
QUICK-SAVE DATA	▶P.21	Displayed when Quick-Save data for a puzzle is present. Touch to continue solving the saved, in-progress puzzle.

About Saving

This game saves automatically at certain points, such as when you solve a puzzle or change settings. To erase all save files and saved puzzles ▶P.27, Press Ⓐ, Ⓑ, Ⓧ, Ⓨ, L, and R at the same time while starting the game. Once erased, data cannot be recovered, so please be careful.

Puzzles

Select a challenge level. If this is your first time playing PICROSS 3D, try starting out on BEGINNER to learn the basics.

Playing a Puzzle

Touch PUZZLES on the **main menu**, then select a category. Only BEGINNER and EASY are available at first. More levels will become available as you progress through the game. These levels include more difficult puzzles as well as an option to play a selection of randomly chosen puzzles.

Select a Level

From the **level-selection screen**, select a puzzle level. As you solve puzzles, you will advance to other levels.

Select a Puzzle

On the **puzzle-selection screen**, touch a puzzle once to select it. Touch it again to confirm your selection. If you select a puzzle that has already been solved, your time, number of strikes, and the final shape will be displayed. The COLLECTIONS item will also be displayed on the Touch Screen ▶P.23. You can also check how many stars you earned for each solved puzzle on this screen ▶P.22.

Stars

Solving the Puzzle

Use the numbers on the block to determine which cubes are not part of the underlying shapes, and remove these unnecessary cubes. If you accidentally remove an incorrect cube, you will receive a strike. If you get five strikes, the game is over. The game also ends if you run out of time. When the game ends, you will be returned to the **puzzle-selection screen**.

Puzzle Screen

Timer

Shows the elapsed time. Time is up when the clock hand hits the red section. Earn more stars by solving the puzzle while the clock is still in the green!

Strikes

For every strike you make, one cube will change into a marked cube. If all the icons change to marked cubes, the game is over!

Control Indicator Icon

Use the buttons indicated to perform the cube removal and marking actions.
Note: When using Ⓐ, Ⓑ, Ⓧ, Ⓨ, and R, the controls are displayed on the lower right of the Touch Screen.

Pause Icon

Touch to display the pause menu ▶P.21.

Broken Cube

Cubes you tried to remove that are actually part of the shape will appear cracked and be marked automatically. They cannot be removed.

› Pause Menu

Touch the Pause icon or press START to display the **pause menu**. Touch the Back icon to return to the puzzle.

RESTART	Start the current puzzle over again.
QUIT	Quit solving the current puzzle and return to the **puzzle-selection screen** ▶ P.19.
QUICK SAVE	Save your progress in the current puzzle and return to the **main menu** ▶ P.18. To continue solving the puzzle later, touch QUICK SAVE DATA from the **main menu**. **Note:** Only one quick save can be saved at a time. If you choose to use Quick Save, your previous Quick-Save data will be erased.
SETTINGS	Display the **Settings menu** ▶ P.37. **Note:** When viewing the **Settings menu** from the **pause menu**, only the CONTROLS, BACKGROUND, and MUSIC options will be available.

▶ Clearing a Puzzle

The puzzle is cleared when you remove all of the cubes that are not part of the underlying shape. Once you have cleared a puzzle, the revealed shape can be viewed from the COLLECTIONS option in the **Gallery menu** ▶ P.23.

› Stars ★

As you solve puzzles, you earn stars. You get more stars for completing puzzles within the green time limit (NICE TIME! is displayed) and for not making any mistakes (NO STRIKES!). Once you earn the necessary number of stars on each level, you will unlock bonus puzzles.

Number of stars earned and how to earn them

WELL DONE!	★	Clear a puzzle.
NO STRIKES!	★★	Clear a puzzle with no mistakes.
NICE TIME!	★★	Clear a puzzle within the green time limit ▶ P.20.
PERFECT!	★★★	Clear a puzzle within the green time limit and without making any mistakes (a combination of NO STRIKES! and NICE TIME!).

☐ Bonus Puzzles and Challenges

The numbered panels on the puzzle-selection screen represent unlockable challenges. Once you earn the required number of stars, you will unlock a bonus puzzle! The rules for bonus puzzles are the same as for normal puzzles ▶ P.20. As you progress through the game, you will find One-Chance Challenges (where you must solve the puzzle without making a single mistake) and Time Challenges (where you add to the time limit by correctly removing cubes). You can view these puzzles from the **level-selection screen**.

Gallery

Touch GALLERY on the main menu to display the Gallery menu. From here, you can view shapes from completed puzzles in themed collections.

Gallery Menu

There are three options. Only COLLECTIONS will be available at first, but as you progress through the game, you unlock the ??? options.

Note: You can also view collections by touching COLLECTIONS on the **puzzle-selection screen** ▶ P.18.

Collections

In COLLECTIONS, you can view shapes from completed puzzles in themed sets. Touch a collection from the **collection-selection screen** to view a preview of the shapes in that collection. Touch the collection again to display the collection-viewing screen.

Change Page

2 Touch the page name icons to view other pages of collections. Touch ◀ and ▶ to move back and forward between pages.

Collection

A ? indicates a collection of unsolved puzzles. Clear at least one puzzle in that theme to unlock the collection.

Viewing Shapes

If you touch a shape, its name and description will appear on the top screen and an animation will appear on the Touch Screen. The shape will animate on the Touch Screen. Slide the stylus on the Touch Screen to rotate the shape. Hold L or R and slide the stylus up and down to zoom in and out.

Animation Icon

Touch to turn the animation on or off.

Have Fun with Shapes and Collections

Completed puzzle shapes are added to themed collections. There are many different fun and quirky themes! The title of a collection is displayed once you've solved all the puzzles for that theme. Can you figure out what the theme is before you've collected all the shapes? Every shape has a fun animation to enjoy. You can rotate and zoom in on them to get a good look. Some shapes even have little hidden details that you can only see if you take a look at them from all sides!

My Picross Getting Started

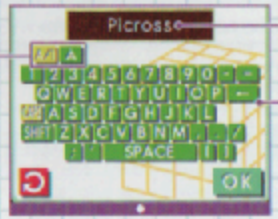
In My Picross, you can create original puzzles, share puzzles with friends, and more! The first time you use this mode, you will enter a nickname for yourself. This nickname is added to all the puzzles you create and will be visible to other players you exchange puzzles with.

Enter a Nickname

The first time you touch MY PICROSS on the **main menu**, the **nickname-entry screen** will be displayed. Touch a character to enter it. Once you've entered your desired nickname, touch OK to continue to the **My Picross menu**.

Change Character Set

Touch A/a for basic alpha-numeric characters and punctuation or Á for accented letters and other special characters.



Entered Characters

Delete

Touch to delete one character at a time from the end of the entered nickname.

My Picross Menu

There are five items available on the **My Picross menu**. Touch one to select it.

ORIGINAL	▶P.27	Create original puzzles, and play puzzles received in **DS Wireless Communications** or Nintendo Wi-Fi Connection (**Nintendo WFC**).
DS WIRELESS COMMUNICATIONS	▶P.34	Exchange original puzzles with friends, and send a trial version of PICROSS 3D to friends who do not yet own the game.
NINTENDO WFC	▶P.35	Submit your original puzzles to themed Puzzle Challenges, and download additional puzzles.
NICKNAME		Change the nickname you use in **My Picross**.
HELP		View help on creating original puzzles.

My Picross Original

Touch ORIGINAL on the My Picross menu to display the Original menu. From here, you can create and play your own original Picross puzzles and play puzzles received from friends or downloaded* via Nintendo WFC.

*Wireless broadband internet access required for online play. For more info, go to support.nintendo.com.

Original Menu

Touch an option to select it.

Note: Up to 240 puzzles can be stored here. This total includes created puzzles, puzzles received from friends, and puzzles downloaded via Nintendo Wi-Fi Connection.

Number of Puzzles Stored

Create an original puzzle	Touch NEW to create a new puzzle ▶ P.30.
Solve a created/ received puzzle	Touch a puzzle, then touch SELECT to solve it. You can also EDIT, COPY, or DELETE puzzles by touching those options.
Organize stored puzzles	Each time you touch the purple icon, the order of the puzzles will change from DATE to TYPE to CLEAR (uncleared puzzles come first) and then back to DATE again.

Note: Puzzles you create or edit in My Picross are saved under your nickname, but storage space for puzzles is shared between all save-data files. This means you can delete puzzles created by other users sharing the same copy of PICROSS 3D. You cannot edit other users' puzzles, but if you play and clear them, you will be able to create a saved copy under your own nickname, which you can then edit.

Creating a Shape

A 10 x 10 x 10 area is available for creating puzzle shapes. You can add cubes, paint them, and apply stickers to them. Access the pause menu ▶ P.30 to save or discard your shape.

Shape Name

Displayed while editing the shape.

Block Size

Indicates the current height, width, and depth of the block that will contain your shape.

Pause Icon

Control Indicator Icon

Use the controls indicated to perform the cube placement, removal, and coloring actions and the sticker placement action ▶ P.28.

The screenshot above shows an example of the kind of shape you can create.

Number of Stickers

Up to 10 stickers (including eyes, patterns, and more) can be stuck on the shape.

Shape Check

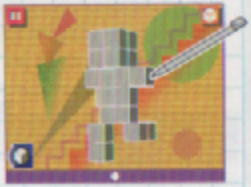
Indicates whether or not a viable PICROSS 3D puzzle can be made from the shape you have created. ✓ means the shape can be made into a puzzle, while ✕ means it cannot be made into a puzzle in its current form.

Outline Display

Touch to turn the cube-outline display on or off.

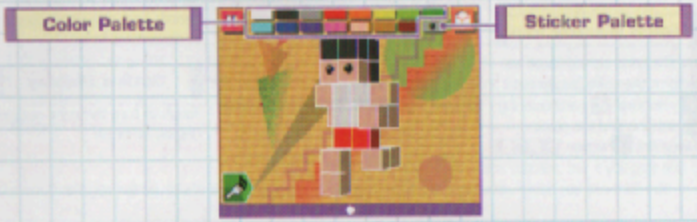
Place and Remove Cubes

Hold left on + or Ⓐ and touch a cube to add another cube. Touch a cube while holding up on + (or touch it while holding Ⓧ) to remove it.



Color Cubes and Add Stickers

Hold right on + or hold Ⓨ to display the color and sticker palette on the Touch Screen. Touch a color / sticker panel on the palette, then touch a cube to color it in the selected color or apply the selected sticker. Touch the cube again to remove the color or sticker. You can customize the colors and stickers that appear in the main palette by touching any panel in the palette twice and selecting a new color or sticker from the expanded selection that appears. The selected color or sticker will replace the previous one in the palette.



Original Mode Pause Menu

Touch the II icon to display the pause menu. The menu displayed in **Original** is different from the one that appears in **Puzzles**.

CLEAR	Remove all placed cubes and start from scratch.
QUIT	Discard the puzzle and return to the **Original menu** ▶P.27
QUICK SAVE	Save the shape in progress and quit. Work-in-progress shapes are marked with on the **Original menu** and cannot be played. Touch a saved shape on the **Original menu** and then touch EDIT to continue working on it.
CREATE	Create a puzzle from the shape created.

Creating Your Puzzle

Once you've designed your shape, touch CREATE on the **pause menu** and follow the steps shown to the right. Once the steps are complete, a PICROSS 3D puzzle will be created from the shape you made!

Steps for Completing a Puzzle

Enter a name for the shape

▼

Select a background to be displayed while solving the puzzle

▼

Select an orientation for the shape

▼

Select music to be played while solving the puzzle

▼

PUZZLE COMPLETE!

My Picross DS Wireless Communications

PICROSS 3D allows you to use DS Wireless Communications to share puzzles with friends! You can also send a trial version of the game to friends who don't yet own the full version.

DS Wireless Communications Menu

Touch DS WIRELESS COMMUNICATIONS on the **My Picross menu** to display the **DS Wireless Communications menu**. There are three items available.

RECEIVE PUZZLE	Receive a puzzle created by a friend who owns PICROSS 3D.
SEND PUZZLE	Send one of your own original puzzles to a friend who owns PICROSS 3D.
SEND TRIAL VERSION	Simultaneously send a single puzzle from the game as a trial version to up to four people who don't yet own PICROSS 3D.

Communication Errors

If communication is interrupted, such as when the power of one of the systems is turned off, a communication error will be displayed. Touch the Back icon to return to the DS Wireless Communications menu, then try again. For systems receiving a trial puzzle (systems that do not have a PICROSS 3D Game Card inserted), press (B) to end communications or wait for the other system.

Sending and Receiving Puzzles (DS Wireless Communications)

Read ▶ P.33-34 thoroughly before using DS Wireless Communications.
To send a puzzle, touch SEND PUZZLE on the **DS Wireless Communications menu**. Select a puzzle to send, then touch OK. When a player is found, touch SEND. To receive a puzzle, touch RECEIVE PUZZLE on the **DS Wireless Communications menu**. Touch the nickname of the player whose puzzle you want to receive, then touch YES to receive the puzzle. Puzzles received through DS Wireless Communications can be accessed on the **Original menu** ▶ P.27

Note: If the maximum of 240 original or received puzzles has already been saved, you will be asked to delete an existing puzzle to make space to receive a new one. Follow the on-screen instructions.

Sending the Trial Version (DS Download Play)

Read ▶ P.33-34 thoroughly before using DS Download Play.
To send the trial version, touch SEND TRIAL VERSION on the **DS Wireless Communications menu**. Choose between ORIGINAL or BUILT-IN, then select a puzzle to send. The player who receives the puzzle can solve it once the download is complete!
Note: Puzzles received via DS Download Play will be lost once the power to the receiver's system is turned off. When sending to multiple recipients simultaneously, a communication error will occur if any of the recipients' connections are lost.

▶ Nintendo DS Wireless Communications (Single-Card Play)

Here is an explanation of how to play using Single-Card Play.

The Things You'll Need

Nintendo DS system	One for each player
PICROSS 3D Game Card	One

Connection Procedures

Host System:

1. Make sure that the power is turned off on all systems, then insert the Game Card into the system.
2. Turn the power on. The **system menu screen** of the Nintendo DS system will be displayed.
   Note: In case you are using a Nintendo DS / DS Lite system that is set to AUTO MODE, skip the next step and go on with step 4.
3. Touch the PICROSS 3D Panel or icon.
4. Now, follow the instructions on page 31.

Client System:

1. Turn the power on. The **system menu screen** of the Nintendo DS system will be displayed.
   Note: When using a Nintendo DS / DS Lite system, make sure the **Start Mode** of your system is set to MANUAL MODE. For further details on how to set up the **Start Mode**, please refer to the instruction booklet of your Nintendo DS / DS Lite system.
2. Touch DS DOWNLOAD PLAY. The **game-selection screen** will appear.
3. Touch the PICROSS 3D Panel or icon.
4. You will be asked to confirm your choice. Touch YES to download game information from the Host System.
5. Now, follow the instructions on page 31.

▶ Nintendo DS Wireless Communications (Multi-Card Play)

Here is an explanation of how to play using Multi-Card Play.

The Things You'll Need

Nintendo DS system	One for each player
PICROSS 3D Game Card	One for each player

Connection Procedures

Host System:

1. Make sure that the power is turned off on all systems, then insert the Game Card into each system.
2. Turn the power on. The **system menu screen** of the Nintendo DS system will be displayed.
   Note: In case you are using a Nintendo DS / DS Lite system that is set to AUTO MODE, skip the next step and go on with step 4.
3. Touch the PICROSS 3D Panel or icon.
4. Now, follow the instructions on page 31.

Guidelines for Communications

For best results when using DS Wireless Communications, follow these guidelines.

The icon is an indicator of DS Wireless Communications. It appears on the **system menu screen** of the Nintendo DS system or **game screen**.

The DS wireless icon indicates that the associated choice will activate DS Wireless Communications. DO NOT use DS Wireless Communications in prohibited areas (such as in hospitals, on airplanes, etc.). When using a Nintendo DSi system in a hospital or on board an airplane, please ensure that DS Wireless Communications in the System Settings has been disabled. For further information regarding the usage of the Wireless Communications function, please refer to the seperate Health and Safety Precautions Booklet included with your Nintendo DS system.

My Picross Nintendo Wi-Fi Connection

Connect to Nintendo Wi-Fi Connection (Nintendo WFC) and submit your own original puzzles to themed contests, download additional puzzles, and more.

If this is your first time connecting, touch Wi-Fi SETTINGS and set up your connection. Once you can successfully connect, touch NINTENDO WFC to proceed to the **Nintendo WFC menu**.

Note: When trying to connect to Nintendo WFC, you may receive an error message saying that there is no access point in range. If you are using a Nintendo DSi system, this can be caused by having wireless communications deactivated in the System Settings. Please check that they are activated before checking your router or other connection settings. For more information, refer to the System Settings section of the Nintendo DSi Operations Manual.

Connecting to Nintendo WFC

Nintendo Wi-Fi Connection allows multiple players to play together over the internet—even when separated by long distances.

- To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection Instruction Booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL internet account.
- If you do not have a wireless network device installed on your PC, see the separate Nintendo WFC instruction booklet for more information.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.
- The Terms of Use Agreement that governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection Instruction Booklet or online at www.nintendo.com/games/wifi/ds.

For additional information on the Nintendo WFC or setting up your Nintendo DS, or for a list of available internet hotspots, visit www.nintendo.com/games/wifi (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

Downloading Additional Puzzles

Touch PUZZLE PACKS to download additional puzzles for the game. Puzzles downloaded here can be accessed on the **Original menu** ▶P.27.

Note: If the maximum of 240 original or received puzzles has already been saved, you will be asked to delete existing puzzles to make enough space to download a puzzle pack. Follow the on-screen instructions.

Puzzle Challenge

Touch PUZZLE CHALLENGE to enter themed challenges and download selected entries from previous Puzzle Challenges.

Note: If the maximum of 240 original or received puzzles has already been saved, you will be asked to delete existing puzzles to make enough space to download selected entries. Follow the on-screen instructions.

- The PUZZLE CHALLENGE icon will become available once the first contest is open for submissions.
- Puzzle Challenges are open to submission of your original puzzles only. Please do not submit puzzles created by other people.
- You can only submit one puzzle to each Puzzle Challenge. Resubmission of a new puzzle is possible, but your previous entry will be erased when doing so.

Submitting a puzzle to a Puzzle Challenge will allow other people to see your nickname and the shape name you entered when creating the puzzle. Do not use any inappropriate words or any important information that can be used to identify you personally (such as your last name, phone number, birth date, age, school, e-mail, or home address).

Settings

In the Settings menu, you can adjust various settings (such as game controls, music, and backgrounds), rewrite your save-data file's signature, and erase your save-data file.

Settings Menu

Touch SETTINGS on the **main menu** to display the **Settings menu**.

CONTROLS	Customize the buttons used when solving and creating puzzles.
BACKGROUND	Change the background shown while solving puzzles.
MUSIC	Change the music played while solving puzzles.
SOUNDS	Set the sound output format (MONO, STEREO, SURROUND, or HEADPHONES), listen to music and sound effects from the game, and optionally mute game sounds and music.
SIGNATURE	Change the signature you entered when creating your save-data file ▶ P.17
ERASE FILE	Erase your save data file. **Note:** Puzzles saved in **My Picross** will not be erased.

Puzzle Backgrounds Giving Too Much Away?

By setting the background to anything other than DEFAULT, the background itself will not provide you with any hints of what the shape hidden in the puzzle is. If you don't want the shape to be spoiled by the content of the background, you may find this to be a fun way to play!

Strategy and Techniques

Once you grasp the overall number system, you will see that every puzzle in PICROSS 3D can be solved through logic alone. Here are some techniques to help you solve puzzles without ever having to guess which cubes to mark or remove.

Examine the Block Row by Row, Column by Column

If you get stuck and don't know what to do next, go through every row and column in the block. There will always be at least one cube you can mark or remove next.

Count from Both Ends and Mark Overlapping Cubes

For rows or columns with normal numbers on them, a good technique is to count that number of cubes from one end and then from the other, and mark any cubes that overlap in the middle. For example, in a five-cube row that has a 4 on it, counting four cubes from the left end and then from the right end leaves three cubes that are part of both patterns . You can mark these, as they will definitely be part of the group of markable cubes in that row or column.

Find Marked Cubes at the Ends of Rows and Columns

If you have marked a cube at the end of a row or column, and that row or column has a regular number on it, you know that the cubes must be connected to one another. For example, in a five-cube row that has a 3 on it and the leftmost cube already marked, you can mark the two cubes connected to the already-marked one and remove the other two cubes in the row.

If one of the cubes on the end is already marked...

...then three cubes starting from that end can be marked...

...and the rest removed!

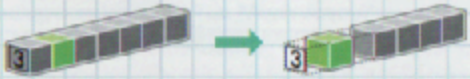
Find Rows and Columns with 2 and 3 Numbers

Circle numbers indicate that the cubes you want to keep will be separated into two groups. For example, if a row with a 2 already has one cube marked, then the cubes on either side of it can definitely be removed, as the two markable cubes must be separated by a space of at least one cube. Similarly, square numbers indicate that the cubes will be separated into three or more groups, so any individually marked cubes in a row with a 3 would have its neighboring cubes removed.

For the 2

Two separate single cubes must be marked, so cubes adjacent to the already-marked one can be removed.

For the 3



The cubes you want to mark must be in three separate groups. In this case, since you are only keeping three cubes, the adjacent cubes can be removed.

Look for Patterns to Help Mark Cubes

For rows or columns with a circle or square number, check to see if the total number of cubes in the row or column is equal to the hint number +1 (for circles) or +2 (for squares). If this is the case, then you can mark the end cubes of the column or row. This is because for a circle, you need a space of at least one cube between the two groups of cubes you want to keep, and for a square, you need two spaces of at least one cube separating the three groups that you want to keep. So, the number +1 (for circles) or +2 (for squares) is the minimum number of cubes that can satisfy the given number.

Example (Circles)

For a five-cube row that has a 4 on it, the markable cubes can be either in a 1–3, 2–2, or 3–1 pattern.

The three layouts shown are the only possible ones in a five-cube row, so the end cubes, which are common to all three layouts, can be marked like so:

Example (Squares)

For a six-cube row that has a 4 on it, the markable cubes must be in a pattern of 2–1–1, 1–2–1, or 1–1–2.

The three layouts shown are the only possible ones in a six-cube row, so the end cubes, which are common to all three layouts, can be marked like so:

Notes

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